

Casey J. Pelkey *et al.*
Application No. 09/724,908

Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in this application.

Listing of Claims:

Claim 1 (Currently Amended): A messaging system comprising:

a web server computer; and

a at least two video game system for systems executing a video respective game program for a video game, the video game program being embodied on a storage device replaceably connectable by a user to the programs, each video game system and comprising program instructions for both the video game and for a messaging service client, whereby the messaging service client is activated by connecting the storage device to the video game system and executing the video game program embodied thereon, the activated messaging service client establishing a connection between the video game system and being configured to connect to said web server computer via the Internet and sending to communicate status data from the video game system to said web server computer that is indicative of the video a game program being executed by played on the video game system by a user thereof,

wherein said web server computer generates a session file when the a given video game system user connects thereto, the session file comprising the status data sent from the video game system of the given user and status data indicative of video game programs being executed by video game systems of each of one two or more buddies other video game system users identified on a buddy list previously defined by the given user,

wherein the status data of the one or more buddies other users on the buddy list is accessible to the given user even if the video game system of the given user and the video game systems of the one or more buddies other users are executing video game programs for playing different games.

Casey J. Pelkey *et al.*
Application No. 09/724,908

Claim 2 (Currently Amended): The system according to claim 1, wherein the status data for each buddy user further indicates whether that buddy user is online and able to send/receive messages.

Claim 3 (Currently Amended): The system according to claim 1, wherein the status data for each buddy user further indicates whether that buddy user is online, but not able to send/receive messages.

Claim 4 (Currently Amended): The system according to claim 1, wherein the status data for each buddy user further indicates whether that buddy user is online and able to send, but not receive, messages.

Claim 5 (Currently Amended): The system according to claim 1, wherein the web server computer stores a user profile profiles for each of the user users.

Claim 6 (Currently Amended): The system according to claim 5, wherein the each user can configure the accessibility of the user's profile to others other users.

Claim 7 (Currently Amended): The system according to claim 5, wherein a system administrator can configure the accessibility of the each user's profile to others other users.

Claim 8 (Currently Amended): The system according to claim 1, wherein said web server computer is responsive to a user-supplied request for communicating to the that user an identification of all buddy lists on which the user appears.

Claim 9 (Currently Amended): The system according to claim 8, wherein said web server computer is further responsive to a user-supplied request for deleting the that user's name from one or more other user's buddy lists.

Casey J. Pelkey *et al.*
Application No. 09/724,908

Claim 10 (Currently Amended): A portable memory medium replaceably connectable to a video game system for playing a video game, the portable memory medium having stored thereon a video game program for the video game that is an application executable by processing circuitry of the a video game system connected to a communication network, the video game program application comprising both video game program instructions code for both the a video game and messaging service program code for a messaging service client, whereby the messaging service client is activated by connecting the portable memory medium to the video game system and executing the video game program embodied thereon, wherein the messaging service client is for a messaging service for communicating messages to other messaging service users via a message server and the activated connected to the communication network, whereby the messaging service client establishes a connection between is accessible when the application is executed by the processing circuitry of the video game system and the message server via a communication network.

Claim 11 (Original): The portable memory medium according to claim 10, wherein the portable memory medium comprises an optical memory medium.

Claim 12 (Original): The portable memory medium according to claim 10, wherein the portable memory medium comprises a magnetic memory medium.

Claim 13 (Original): The portable memory medium according to claim 10, wherein the portable memory medium comprises a semiconductor memory medium.

Claim 14 (Currently Amended): The portable memory medium according to claim 10, wherein the video game system is a hand-held game system, and the portable memory medium is adapted for replaceable connection operative coupling to the hand-held game system.

Claim 15 (Currently Amended): The portable memory medium according to claim 10, wherein the video game system is a video game console connected to a

Casey J. Pelkey *et al.*
Application No. 09/724,908

television, and the portable memory medium is adapted for replaceable connection operative coupling to the video game console.

Claim 16 (Original): The portable memory medium according to claim 10, wherein the communication network is the Internet.

Claim 17 (Currently Amended): The portable memory medium according to claim 10, wherein the messaging service client program code includes a user registration routine for registering a user as a user of the messaging service.

Claim 18 (Currently Amended): The portable memory medium according to claim 10, wherein the messaging service client program code includes a user profile routine for creating a user profile.

Claim 19 (Currently Amended): The portable memory medium according to claim 18, wherein the messaging service client program code further includes a preferences routine for setting access limitations to the user profile.

Claim 20 (Original): The portable memory medium according to claim 18, wherein the user profile includes a customized image comprising user-selected features.

Claim 21 (Original): The portable memory medium according to claim 18, wherein the user profile includes a digital image of the user.

Claim 22 (Currently Amended): The portable memory medium according to claim 10, wherein the messaging service client program code includes a buddy list routine for creating a user buddy list.

Claim 23 (Currently Amended): The portable memory medium according to claim 22, wherein the messaging service client program code further includes a

Casey J. Pelkey *et al.*
Application No. 09/724,908

preferences routine for setting a buddy sign-on alert to provide an alert to the user when a buddy on the buddy list signs onto the messaging service.

Claim 24 (Currently Amended): The portable memory medium according to claim 22, wherein the messaging service client program code further includes a preferences routine for setting a buddy sign-off alert to provide an alert to the user when a buddy on the buddy list signs off the messaging service.

Claim 25 (Currently Amended): The portable memory medium according to claim 10, wherein the messaging service client program code includes a preferences routine for setting a message alert to provide an alert to a user when a message is received.

Claim 26 (Currently Amended): The portable memory medium according to claim 10, wherein the messaging service client program code includes an auto-start routine for automatically logging a user into the messaging service.

Claim 27 (Currently Amended): The portable memory medium according to claim 10, wherein the messaging service client program code includes a start routine for logging a user into the messaging service as being engaged in a particular activity on the video game system.

Claim 28 (Currently Amended): A video game system, comprising:
processing circuitry for executing applications;
a communication circuit that, in use, connects the video game system to a communication network; and
a connector that, in use, connects to a replaceably connectable portable storage medium storing a video game program for a video game that is executable by the processing circuitry, the an application that comprises both video game program comprising program instructions code for both for the a video game and messaging service program code for a messaging service client, whereby the messaging service

Casey J. Pelkey *et al.*
Application No. 09/724,908

client is activated by connecting the storage device to the video game system and executing the video game program embodied thereon, wherein the messaging service client is for a messaging service for communicating messages to other messaging service users and connected to the communication network, whereby the activated messaging service client establishes a connection between the video game system and the messaging server via the communication network is accessible when the application is executed by the processing circuitry.

Claim 29 (Currently Amended): A video game machine comprising:
a video game application program executing system for executing a video game program embodied on a replaceably connectable storage device, the video game application program comprising a video game program instructions for both a video game and for a messaging service client, whereby the messaging service client is activated by connecting the storage device to the video game machine and executing the video game program embodied thereon; and
a communication circuit for connecting over a communication network to a messaging server computer,
wherein a video game machine user can use the messaging service client enables messaging to communicate with other users connected to the messaging server computer and the activated messaging service client establishes a connection between the video game machine and the messaging server via the communication network while the application program is executed by the application program executing system.

Claim 30 (Previously Presented): The video game machine according to claim 29, wherein the other users are selected from a user-definable list.

Claim 31 (Currently Amended): The video game machine according to claim 29, wherein the messaging service client provides status data of the other users connected to the messaging server computer.

Casey J. Pelkey *et al.*
Application No. 09/724,908

Claim 32 (Currently Amended): The video game machine according to claim 29, wherein the video game application program executing system is embodied in a hand-held housing.

Claim 33 (Currently Amended): The video game machine according to claim 29, wherein the video game application program executing system is embodied in a console.

Claim 34 (Previously Presented): The video game machine according to claim 29, wherein the messaging service client comprises a user registration routine for registering a user as a user of the messaging service.

Claim 35 (Previously Presented): The video game machine according to claim 29, wherein the messaging service client comprises a user profile routine for creating a user profile.

Claim 36 (Previously Presented): The video game machine according to claim 29, wherein the messaging service client comprises a user preferences routine for setting user preferences.

Claim 37 (Previously Presented): The video game machine according to claim 29, wherein the messaging service client comprises an auto-start routine for automatically logging the user into the messaging service.

Claim 38 (Previously Presented): The video game machine according to claim 29, wherein the messaging service client comprises a start routine for logging the user into the messaging service as being engaged in a particular activity on the video game system.

Claim 39 (Currently Amended): A messaging service client incorporated into a video game program for a video game that is embodied on a storage device that is

Casey J. Pelkey *et al.*
Application No. 09/724,908

replaceably connectable to executed by a video game machine for executing the to play a
video game program, the messaging service client being activated by executing the video
game program and comprising instructions executable by the video game machine for:
 contacting a messaging server computer over a communication network;
 sending identities of the video game and a player playing the video game to the
 contacted messaging server computer;
 receiving buddy list data from the contacted messaging server computer, the
 buddy list data comprising identities of other players and games that the other players are
 playing; and
 generating a display based on the received buddy list data.

Claim 40 (Currently Amended): The messaging service client according to
claim 39, comprising further instructions executable by the video game machine for:
 receiving a message from another player while the player is playing the video
game.

Claim 41 (Currently Amended): The messaging service client according to
claim 40, comprising further instructions executable by the video game machine for:
 providing a prompt to the player that the message has been received.

Claim 42 (Currently Amended): The messaging service client according to
claim 41, comprising further instructions executable by the video game machine for:
 suspending playing of the video game and displaying the message in response to
one or more player inputs.

Claim 43 (Currently Amended): The messaging service client according to
claim 39, comprising further instructions executable by the video game machine for:
 receiving e-mail notifications from the player's e-mail service indicating that e-
mail messages have been received.

Casey J. Pelkey *et al.*
Application No. 09/724,908

Claim 44 (Currently Amended): The messaging service client according to claim 39, comprising further instructions executable by the video game machine for: receiving and storing player preference data that is referenced when the messaging service client is executed.

Claim 45 (Currently Amended): The messaging service client according to claim 39, comprising further instructions executable by the video game machine for: generating a buddy list in response to inputs from the player.

Claim 46 (Currently Amended): The messaging service client according to claim 39, wherein the storage medium comprises video game program having the messaging service client is provided on a portable storage medium.

Claim 47 (Canceled).

Claim 48 (Previously Presented): A server process for a game network server embodied on a storage device and comprising instructions executable by a server processing system for:

receiving identifiers of players and video games played by the players from a plurality of game machines executing respective video game programs each embodied on a replaceably connectable storage device, the respective video game programs each comprising program instructions both for a video game and for a messaging service client, whereby the messaging client is activated by connecting the storage device to a corresponding game machine and executing the video game program;

logging the players onto the game network server;
for each of one or more of the logged-on players, determining whether that logged-on player has a buddy list of other players and, if so, determining which players on the buddy list are currently logged-in and what games those players are playing; and sending to each of the one or more logged-on players, the identities of the players on the buddy list that are currently logged-in and the games that those players are playing.

Casey J. Pelkey *et al.*
Application No. 09/724,908

Claim 49 (Previously Presented): The server process according to claim 48, comprising further instructions executable by the server processing system for: supplying messages received from one logged-in player to another logged-in player.

Claim 50 (Previously Presented): The server process according to claim 48, comprising further instructions executable by the server processing system for: setting up text-based chat sessions between two or more logged-in players.

Claim 51 (Previously Presented): The server process according to claim 48, comprising further instructions executable by the server processing system for: setting up voice-based chat sessions between two or more logged-in players.

Claim 52 (Canceled).